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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
BEFORE THE TRADEMARK TRIAL AND APPEAL BOARD

Proceeding	91225722
Party	Plaintiff Steve Jackson Games Incorporated
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Signature	/Brandon M. Ress/
Date	02/28/2018
Attachments	Part1 PUBLIC Testimonial Declaration of Phil Reed.pdf(5942710 bytes) Part2 PUBLIC Testimonial Declaration of Phil Reed.pdf(5107952 bytes)

**IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
BEFORE THE TRADEMARK TRIAL AND APPEAL BOARD**

STEVE JACKSON GAMES
INCORPORATED

Opposer,

v.

INXILE ENTERTAINMENT, INC.

Applicant.

Opposition No. 91225722

Serial No. 86/702,458

TESTIMONIAL DECLARATION OF PHIL REED

I, Phil Reed, being hereby warned that willful false statements and the like so made are punishable by fine or imprisonment, or both, under 18 U.S.C. § 1001, and that such willful false statements may jeopardize the validity of the application or document or any registration resulting therefrom, declare that:

1. I am the Chief Executive Officer of Opposer, Steve Jackson Games Incorporated (“Opposer”). I have been Chief Executive Officer since December 2014, and I have worked for Opposer continuously since April 2007. I also previously worked for Opposer from 1999-2004. I am directly involved in Opposer’s product development, sales, and marketing efforts.

2. I have access to the books and records of Opposer as they relate to the matters covered in my declaration. I confirm that the facts set out in my declaration are based on my personal knowledge, my own research, or on the records and documents of Opposer to which I have access, for which I am a custodian and maintain, or that are maintained at my direction. Unless otherwise noted, the exhibits to which I refer and that are attached to my declaration are copies of documents and other materials from Opposer’s business records regularly kept in the

ordinary course of Opposer's business.

3. Opposer is a publisher of games, books, and gaming-related magazines. Since 1980, Opposer has published over 100 different titles, including board games, role playing games, card games, dice games, and war games, as well as supplements for its games (materials that add new features, rules, settings, etc. for use with the base games) and a wide range of accessories, including miniatures, plush figures, and clothing. Opposer also offers mobile apps for use with its tabletop games, as well as stand-alone online games and mobile app games, and licenses its intellectual property for use in computer/video games.

4. Steve Jackson Games first released an AUTODUEL product in the United States in 1982 when it began selling miniature figures bearing the mark AUTODUEL! for its Car Wars™ board game. Based on this use, Opposer's predecessor (Steven G. Jackson d.b.a. Steve Jackson Games) registered the mark AUTODUEL! with the United States Patent and Trademark Office in connection with "Miniature Figures for Use with a Parlour Game Sold Separately", Registration No. 1,293,028, issued September 4, 1984. The registration was assigned to Opposer as of October 1, 1984. A true and correct copy of Reg. No. 1,293,028, produced at Bates Nos. SJG001897-1898, is attached hereto as Exhibit 1. Opposer's Reg. No. 1,293,028 was eventually cancelled by the USPTO as of June 11, 2005, after Opposer failed to maintain the registration despite continued use of the AUTODUEL mark.

5. Car Wars™ is a vehicular combat board game where players build vehicles with weapons, armor, and more, and then engage in combat in a post-apocalyptic setting. Opposer's Car Wars™ board game is on its 5th Edition, with a 6th Edition announced, under playtesting, and with a Kickstarter crowdfunding campaign planned for 2018. Opposer has released a large number of supplements and accessories for the Car Wars game, including a stand-alone Car

Wars™ The Card Game and a Kickstarter campaign and late 2015 product launch for Car Wars Arenas, a new release of arena maps from prior Car Wars supplements.

6. Like the AUTODUEL miniature figures, a number of Opposer's AUTODUEL-branded products are supplements for its Car Wars board game, and all of its AUTODUEL-branded products involve vehicular combat and inhabit the same post-apocalyptic setting fifty years in the future. For instance, Opposer's Autoduel™ Quarterly provided campaign seeds, scenarios, vehicles, mock advertisements, new weapons and accessories, and fiction relating to the Car Wars™ world. Once Opposer released the GURPS® Autoduel™ game, described below, Autoduel Quarterly also served as a supplement for GURPS Autoduel.

7. Opposer is also the creator of the Generic Universal RolePlaying System, or GURPS. GURPS® is a tabletop role-playing game system designed to allow for play in any game setting. GURPS® Autoduel™ is a role-playing "worldbook" that provides gamers with the rules, background, setting, and details necessary to conduct role-playing games using the underlying GURPS system and set in the post-apocalyptic setting of Car Wars. Several of the AUTODUEL-branded products sold by Opposer are supplements for both Car Wars™ and GURPS® Autoduel™.

8. Opposer has released a wide range of titles under the AUTODUEL Mark nationwide, as well as additional supplements which bear the AUTODUEL Mark. The chart below summarizes these products, along with physical and digital release dates. True and correct copies, cover scans, photographs, or advertising material for each of the products in the chart are attached as indicated in the final column by Exhibit No. and Bates Range.

<u>Product</u>	<u>Description</u>	<u>Initial Physical Release</u>	<u>Initial Digital Release</u>	<u>Exhibit & Bates Nos.</u>
Autoduel!® miniatures	miniature figurines of vehicles; registration has since expired	1982	n/a	<u>Exhibit 2</u> SJG002015-2016
Autoduel™ Champions	role-playing game in Car Wars™ setting with superheroes from Champions game, the latter of which was licensed	1983	n/a	<u>Exhibit 3</u> SJG001092
Autoduel™ Quarterly	quarterly supplement for Car Wars, and later, GURPS® Autoduel™, featuring campaign seeds, scenarios, vehicles, mock advertisements, new weapons and accessories, and fiction relating to Car Wars world	1983-1993 (40 issues)	2005	<u>Exhibit 4</u> SJG002018
Autoduel™ Play-By-Mail	play-by-mail version of Car Wars, operated under license by Prometheus Games	1984	n/a	<u>Exhibit 5</u> SJG000254 (ad for service)
Autoduel™ video game	vehicular combat video game, based on Car Wars, released by Origin Systems under license from Opposer	1985-1988 (multiple platforms)	n/a	<u>Exhibit 6</u> SJG000239 (cover pictured in article) SJG000240 (ad for game)
GURPS® Autoduel™ (1 st Edition)	role-playing game in the same universe as Car Wars, using Opposer's GURPS® role-playing game system	1986	2017	<u>Exhibit 7</u> SJG001095
AADA™ Road Atlas	game supplement for Car Wars and GURPS Autoduel	1986-1991 (7	2014	<u>Exhibit 8</u> SJG001912,

<u>Product</u>	<u>Description</u>	<u>Initial Physical Release</u>	<u>Initial Digital Release</u>	<u>Exhibit & Bates Nos.</u>
		volumes)		21, 30, 39, 48, 57, 66
GURPS® Autoduel™ : Car Warriors	game supplement for GURPS Autoduel	1987	n/a	<u>Exhibit 9</u> SJG001099
Zombietown USA	game supplement for GURPS Autoduel	1988	2006	<u>Exhibit 10</u> SJG001103
Autoduel™ America map	two full-color maps for use with Car Wars and GURPS Autoduel	1989	2013	<u>Exhibit 11</u> SJG001981
Autoduel™ Online	announced online video game under development by licensee VictorMaxx in 1995-1996, but ultimately cancelled	n/a	n/a	n/a
GURPS® Autoduel™ (2 nd Edition)	new edition of role-playing game in the same universe as Car Wars, using Opposer's GURPS role-playing game system	1996/1997	2008	<u>Exhibit 12</u> SJG000919

9. The Kickstarter funding campaign for Car Wars Arenas, referenced above in Paragraph 5, launched on March 31, 2015, and the product was officially funded as of April 29, 2015. One of the rewards under this Kickstarter campaign was a set of 16 digital issues of Autoduel™ Quarterly (Volumes 1-4), which awarded to 1520 customers who contributed to the Kickstarter campaign. The distribution of these Autoduel™ Quarterly issues is not otherwise included in the sales figures discussed below.

10. Opposer has records of sales of physical AUTODUEL gaming products throughout the United States for every year from 1983 until 2012, with the exception of the

period from 1994-1995, when no records were available. The period from 1994-1995 represents time before the announcement of the newly updated GURPS® Autoduel™ Second Edition in 1996 and subsequent release in 1997. It is a common practice of Opposer to temporarily list products as out-of-stock between different editions so that stock of an earlier edition can be cleared from its warehouse and from retailers' stock before a new edition is released.

11. A true and correct report from Opposer's accounting system detailing the sales of AUTODUEL-branded products, by units through July 18, 2016, produced as CONFIDENTIAL at Bates Nos. SJG001985-2003, is attached as Exhibit 13. A true and correct report update with a small number of corrections can be found in the summary document, produced as CONFIDENTIAL at Bates Nos. SJG002375, attached as Exhibit 14.

12. The first six and half pages of Exhibit 13 (plus a few corrections from Exhibit 14) detail the sales of AUTODUEL-branded physical products (*i.e.*, physical games and game supplements), by units per year, from 1983 to 2012, as well as some related products bearing the AADA mark, which stands for the American Autoduel Association. Each of the listed products bears the AUTODUEL mark on the cover except the following, which only bear the AADA mark: the three AADA Vehicle Guides, AADA Duel Circuit, AADA Pins, Car Wars AADA Patch, two sets of AADA Vehicle Guide Counters, and Car Wars AADA Shot Glass.

13. Opposer has sold well over 350,000 AUTODUEL-branded physical game products. The suggested retail price for these products ranged from \$2.50 for early issues of Autoduel Quarterly to \$19.95 for GURPS Autoduel. Opposer continued to sell physical AUTODUEL-branded game products until 2012, when it sold its remaining stock.

14. The remaining thirteen and a half pages of Exhibit 13 (starting on Page 7) detail the sales of AUTODUEL-branded digital game products, by units per year, from 2005-2016

(through July 18, 2016), as well as some related products bearing the AADA mark. Each of these products bears the AUTODUEL mark on the cover except the following, which only bear the AADA mark: the three AADA Vehicle Guides, The AADA Duel Circuit: L'Outrance, and two sets of AADA Vehicle Guide Counters.

15. A true and correct report from Opposer's accounting system detailing the sales of AUTODUEL-branded products, by unit for the years 2016 and 2017, produced as CONFIDENTIAL at Bates Nos. SJG002376-77, is attached as Exhibit 15. Each of the products identified in this report bears the AUTODUEL mark on the cover.

16. From 2005 to the present, Opposer has sold over 8000 AUTODUEL-branded digital game products, including over 4500 since the year 2014. Because these products are digital, the sale prices are lower than their prior physical counterparts, but these sales still account for over \$27,000 in sales of AUTODUEL-branded digital products since 2005, with over \$15,000 since 2014. These figures include sales from the US-based Warehouse23.com to customers both in the United States and in other countries. Approximately 75% of the sales are to customers in the United States.

17. Opposer has not made all of its prior AUTODUEL-branded game products available in digital format. It has selected and released products based upon customer requests, as well as compatibility with its Car Wars™ games and universe. Opposer has many customers that play its Car Wars™ games and use its GURPS® role playing system. GURPS® Autoduel™ Classic (2nd Edition in the print version) is compatible with the GURPS Third Edition, which is still played by many of Opposer's customers. The material in GURPS® Autoduel™ Classic can also be adapted to work with the current edition of Opposer's GURPS role playing system. True and correct copies of announcements on Opposer's website pertaining to digital release of

AUTODUEL-branded game supplements, produced as Bates Nos. SJG000677, 678, and 679, are attached as Exhibit 16.

18. Opposer has previously licensed use of the AUTODUEL mark for computer games. The most well-known license was to a company called Origin Systems that originally released an AUTODUEL computer game in 1985, with subsequent releases on additional platforms from 1985-1988. The AUTODUEL computer game was set in the same post-apocalyptic setting and had the same vehicular combat features as the physical AUTODUEL gaming products. Opposer does not have detailed sales figures available for the AUTODUEL computer game because the distribution was primarily handled by licensee Origin Systems. Opposer's sales through its own mail-order service can be found in Exhibit 13 at SJG001988. Further, Opposer received royalties from this license through at least September 1992.

19. In 2010, Opposer obtained an assignment from Electronic Arts Inc., as successor-in-interest to Origin Systems, of all right, title, and interest in the AUTODUEL and OGRE computer games produced by Origin Systems under license. This assignment includes all copyrights in the two computer games.

20. Opposer subsequently licensed the AUTODUEL mark for computer games to a company called VictorMaxx in 1995-1996, and a prototype game was created, but VictorMaxx filed for bankruptcy before it was able to release an AUTODUEL computer game.

21. Opposer still receives inquiries regarding potentially licensing the AUTODUEL mark for a new video game, and received such an inquiry as recently as April 2015. A true and correct copy of correspondence pertaining to potentially licensing the AUTODUEL mark for video games, produced as ATTORNEYS' EYES ONLY at Bates Nos. SJG001238, is attached as Exhibit 17. Opposer continues to have interest in licensing the AUTODUEL mark for the

development of a computer game based on the AUTODUEL/Car Wars world, but has not been presented with a suitable proposal to do so.

22. Opposer has continuously sold digital gaming products under the AUTODUEL Mark in the United States since 2005, and has expanded the collection of products bearing the AUTODUEL Mark over time with digital product releases of Autoduel™ Quarterly (in 2005), Zombietown USA supplement (in 2006), GURPS® Autoduel™ Classic (in 2008), Autoduel™ America maps (in 2013), AADA Road Atlases (in 2014), and GURPS® Autoduel™ Classic, First Edition (in 2017).

23. Today, consumers can visit Opposer's Warehouse23.com online retail store and purchase no less than 50 different products bearing the AUTODUEL mark. Consumers who purchase digital products from Warehouse23.com benefit not only by saving shelf space and not needing to worrying about damage as compared to physical copies, but also the flexibility of being able to re-download purchased files and print a copy of the game or game supplement for personal use.

24. Attached hereto as Exhibits 18-30 are true and correct printouts of example product listings for digital gaming products currently sold under the AUTODUEL Mark through Warehouse23.com. Each product has been available since the release date referenced in Paragraph 22 above. All of the products identified in Exhibits 18-29 have been available since at least the year 2014, and are available for purchase by customers worldwide.

25. Opposer's Autoduel™ Quarterly game supplements have had the widest availability over the years in various forms, including print/physical form (1983-1993), free online availability in HTML format at sjgames.com (1995-2006), and digital download (2005-present).

26. A true and correct copy of the Wayback Machine archive for <<http://www.sjgames.com/car-wars/adq>> from February 6, 1998 is attached as Exhibit 31. Exhibit 31 accurately depicts the Autoduel™ Quarterly archives at Opposer's sjgames.com website from 1995-2006. These online archives were removed after Opposer made a full digital release of all Autoduel™ Quarterly game supplements through the Warehouse23.com online retail store in 2005.

27. Opposer's GURPS® Autoduel™ products have been available from 1986 to the present, with two exceptions: first, a period between 1990-1995 before the release of the Second Edition in 1996/97; and second, a period between 2004-2007, before the release of GURPS® Autoduel™ Classic, the digital version of the Second Edition, in 2008.

28. Every year from 1982 until the present, with the exception of 1994 for which Opposer has no records, consumers have been able to access and/or acquire AUTODUEL-branded materials from Opposer or its predecessor. Consumers who purchased AUTODUEL game supplements in the 1980s, 1990s, or 2000s, or over the last 8 years can still use those products to play Car Wars® and GURPS® Autoduel™ today. Consumers who have learned of Car Wars and GURPS more recently can purchase AUTODUEL-branded digital games and supplements to discover the AUTODUEL world of vehicular combat and sit down with friends to play a new AUTODUEL game today.

29. Opposer has never intended, planned, or even considered permanently stopping use of the AUTODUEL mark in connection with its game products, and as detailed above, is still selling AUTODUEL-branded products today.

30. Opposer sells a number of different game products in addition to its AUTODUEL-branded products, including various licensed products. Opposer works with other

intellectual property owners to reach mutually agreeable terms to use their trademarks and other intellectual property rights in connection with its products. For example, Opposer previously released GURPS® Myth, which was based on the Myth computer game series that was released by the publisher Bungie. Opposer also previously released GURPS® Alpha Centauri, which was based on the computer game Sid Meier's Alpha Centauri released by the publisher Electronic Arts.

31. Opposer has released and currently has available for purchase or download a number of computer software and video game products, including mobile games Dino Hunt® Dice and Zombie Dice®, mobile apps for use with its board game products, including Ogre® War Room and Munchkin® Level Counter, and online games Frag®, Warehouse 23®, and UltraCorps® (acquired from Microsoft). The Dino Hunt® Dice game is available for free from the Apple App Store. The Ogre® War Room app is available for free, and the Munchkin® Level Counter app is available for \$4.99, both from the Apple App Store and the Google Play store. The Zombie Dice® game is available for free from the Apple App Store and the Microsoft/Windows Phone store.

32. Opposer worked with developer Auroch Digital to produce a computer game, Ogre®, based on its classic tank warfare board game. The game was announced July 26, 2016, and released for purchase on October 5, 2017, to positive reviews. The game is distributed through the Steam digital distribution platform, and can be played on PC and Mac computers. This game is the second computer game adaptation of Ogre. The original computer game was released in 1986 by Origin Systems.

33. Opposer is working with developer Asmodee Digital to produce a digital adaptation of its Munchkin® board game as well. The game was announced on October 27, 2017,

and planned for release in 2018.

34. Steve Jackson Games has representatives appear at a wide range of industry conventions, including those that are open to the public and attended by companies in both the board game and computer/video game industry, such as RTX, Pax Prime, Pax East, and Pax South.

35. Opposer's products are offered or sold through a wide variety of outlets. Its physical game products are sold at local hobby/game stores, national retail chains (including Target, Wal-Mart, and Walgreens), and a wide range of online retailers (including Amazon.com, Target.com, Walmart.com, online hobby/game stores, and its own Warehouse23.com online retail store).

36. Opposer's digital game products are sold through its Warehouse23.com online retail store, which sells Opposer's products as well as thousands of products, both physical and digital, from over seventy-five other game publishers.

37. Opposer's mobile games and applications, referenced above in Paragraph 31, are offered or sold through the Apple App Store, the Google Play store, the Microsoft/Windows Phone store. Opposer also has two online games, Frag and Ultracorps, available for play through a web browser.

38. Opposer has successfully funded twelve different game/supplement releases through the Kickstarter crowdfunding platform – Ogre Designer's Edition, Car Wars Classic Arenas, Dungeon Fantasy Role Playing Game Powered by GURPS, Ogre Miniatures Set 1, Munchkin Shakespeare, Munchkin Special Delivery, OGREZINE, Conspiracy Theory, Munchkin Holiday Grab Boxes, Munchkin Starfinder, Ogre Miniatures Set 2, and most recently, Triplanetary. The Ogre Designer's Edition, Car Wars Classic Arenas, Ogre Miniatures Set 1,

Munchkin Shakespeare, Munchkin Special Delivery, and Munchkin Holiday Grab Boxes products have been delivered to customers. The funding period for Triplanetary recently closed on February 9th, 2018, and is estimated to be delivered to customers in August 2018.

39. Opposer learned of the application by applicant inXile Entertainment, Inc. (“Applicant”) to register the AUTODUEL mark after several articles were published on gaming news sites reporting on the discovery of the application. Several of these articles used images from the 1985 AUTODUEL computer game, made assumptions that Applicant would be rebooting the 1985 AUTODUEL computer game, referenced Steve Jackson Games, and/or referenced Opposer's CAR WARS game. One image that appears in several articles was used on the game box for both Car Wars Deluxe Edition and the AUTODUEL computer game, both of which were originally released in 1985. A true and correct image of the Car Wars Deluxe Edition box, produced at Bates Nos. SJG001493 as part of a Steve Jackson Games catalog, is attached as Exhibit 32.

40. On June 19, 2013, Opposer sent a demand letter to Big Boat Interactive, Inc./Pixelbionic regarding their proposed use and application to register AUTODUEL for “computer game software for personal computers and home video game consoles”. The application filed by Big Boat Interactive pertained to a computer game announced by the company Pixelbionic. After sending the demand letter, Big Boat Intearctive/Pixelbionic changed the name of its proposed game from “Autoduel” to “Motorgun.” Pixelbionic was co-founded by an individual named Maxx Kaufman, who is currently an employee of inXile Entertainment, Inc.

41. On September 3, 2013, Opposer filed an opposition proceeding in the Trademark Trial and Appeal Board of the United States Patent and Trademark Office (Opposition No. 91212273) against the application by Big Boat Interactive to register the mark

AUTODUEL. The opposition was sustained after Big Boat Interactive defaulted in the proceeding.

42. During the period from at least as early as 2013 until September 2016, Opposer managed its U.S. trademark portfolio in house, resulting in the inadvertent abandonment and expiration of several of its filings with the United States Patent and Trademark Office.

43. On May 23, 2013, Opposer filed U.S. Application Serial No. 85940537 to register the mark AUTODUEL for “Digital media and electronic media, namely, downloadable text and graphic files featuring rules, maps, components, and supplements for family games, board games, and roleplaying games.” The application was based on use in commerce, with a date of first use and first use in commerce of January 6, 2005.

44. Opposer inadvertently allowed the application to become abandoned on March 31, 2014, for failure to respond to an office action. On April 3, 2014, Opposer successfully petitioned to revive the application and submitted a response to the office action. On April 30, 2014, the USPTO issued another office action. Opposer inadvertently failed to respond to the office action, causing the application to become abandoned again on November 28, 2014.

45. On November 2, 2015, Opposer filed a new application, U.S. Application Serial No. 86806802 to register the mark AUTODUEL for “Digital media and electronic media, namely, downloadable text and graphic files featuring rules, maps, components, and supplements for family games, board games, and roleplaying games.” The application was based on an intent to use the mark in commerce, but could have been filed based on use in commerce with the same date of first use and first use in commerce as its prior application, January 6, 2005.

46. Opposer also inadvertently allowed: (a) its Registration No. 1,291,297 for the mark CAR WARS for “Printed Matter for Playing a Parlor Type Game” to expire on March 25,

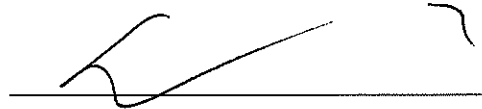
2016, and (b) its Registration No. 1,296,439 for the mark ILLUMINATI for “Equipment Sold as a Unit for Playing a Parlor Game” and “Conducting Game Tournaments by Mail, and Face-to-Face Tournaments Involving a Parlor Game” to expire on January 11, 2016. Opposer had continued use of both of these marks in connection with the identified goods, and has since re-filed to register these marks, Application Serial Nos. 87058520 (registered as Registration No. 5132447) and 87058492 (registered as Registration No. 5149801), respectively.

47. As of September 12, 2016, to prevent further issues with its U.S. trademark portfolio, Opposer turned over the management of the portfolio to outside counsel.

48. Opposer has no business relationship with Applicant inXile Entertainment, Inc. Opposer has never authorized or otherwise permitted Applicant to use the AUTODUEL Mark or the mark that is at issue in this opposition proceeding. There has never been any consent agreement, assignment, license, or any other agreement between Opposer and Applicant relating to the use of the mark at issue in this proceeding.

49. I declare under penalty of perjury under the laws of the United States of America that the foregoing is true and correct.

Dated and signed in Austin, Texas on the 28 day of February, 2018.

A handwritten signature in black ink, appearing to read 'Phil Reed', is written over a horizontal line.

PHIL REED

CERTIFICATE OF SERVICE

I hereby certify that a true and correct copy of the foregoing TESTIMONIAL
DECLARATION OF PHIL REED was served via email to Applicant's counsel of record this
28th day of February 2018.

/Brandon M. Ress/

Testimonial Declaration of Phil Reed

EXHIBIT 1



Nº 1293028

THE UNITED STATES OF AMERICA

CERTIFICATE OF REGISTRATION

This is to certify that the records of the Patent and Trademark Office show that an application was filed in said Office for registration of the Mark shown herein, a copy of said Mark and pertinent data from the Application being annexed hereto and made a part hereof,

And there having been due compliance with the requirements of the law and with the regulations prescribed by the Commissioner of Patents and Trademarks,

Upon examination, it appeared that the applicant was entitled to have said Mark registered under the Trademark Act of 1946, and the said Mark has been duly registered this day in the Patent and Trademark Office on the

PRINCIPAL REGISTER

to the registrant named herein.

This registration shall remain in force for Twenty Years unless sooner terminated as provided by law.



In Testimony Whereof I have hereunto set my hand and caused the seal of the Patent and Trademark Office to be affixed this fourth day of September, 1984.

COMMISSIONER OF PATENTS AND TRADEMARKS

Int. Cl.: 28

Prior U.S. Cl.: 22

United States Patent and Trademark Office

Reg. No. 1,293,028

Registered Sep. 4, 1984

TRADEMARK
Principal Register

AUTODUEL!

Steven G. Jackson (United States citizen), d.b.a. Steve
Jackson Games
P.O. Box 18957
Austin, Tex. 78760

For: MINIATURE FIGURES FOR USE WITH
A PARLOUR GAME SOLD SEPARATELY, in
CLASS 28 (U.S. Cl. 22).
First use Jul. 16, 1982; in commerce Jul. 16, 1982.

Ser. No. 421,191, filed Oct. 4, 1982.

SUSAN A. RICHARDS, Examining Attorney

NOTICE

This Registration will be canceled by the Commissioner of Patents and Trademarks at the end of six years following the date of registration, unless within one year next preceding the expiration of such six years, the registrant files in the Patent and Trademark Office an affidavit showing that said mark is in use in Commerce or showing that its nonuse is due to special circumstances which excuse such nonuse and is not due to any intention to abandon the mark. A fee of \$100.00 for each class must accompany the affidavit.

Testimonial Declaration of Phil Reed

EXHIBIT 2

AUTODUEL!

3 Pickups

Design: Denis Loubet

Sculpture: Dan Joplin

#6202



STEVE JACKSON GAMES

MINIATURES FOR

AUTODUEL!

He triggered the rear guns once more. A direct hit! The blue car skidded as the driver lost control — then it flipped and caught fire.

That would teach HIM not to tailgate . . .

AUTCDUEL is the hit game of future freeway combat. These are the official miniatures — in perfect scale for road wars or arena battles. Customize them, paint them, and take them out for a drive!

Warning: These figures contain lead. Not recommended for very small children.

These figures custom cast by T-Rex Miniatures for SJ Games. AUTODUEL is a trademark of SJ Games for its game of future car battles.

For a complete catalog of our miniatures, games, game products, and magazines, send a stamped self-addressed envelope to:

STEVE JACKSON GAMES
BOX 18957
AUSTIN, TX 78760

Testimonial Declaration of Phil Reed

EXHIBIT 3

AUTODUEL CHAMPIONS

CAR WARS Superheroes and CHAMPIONS Autoduelling in one SUPER-SUPPLEMENT!



STEVE JACKSON CANALS

Testimonial Declaration of Phil Reed

EXHIBIT 4

Spring 2035

Vol. 3, No. 1

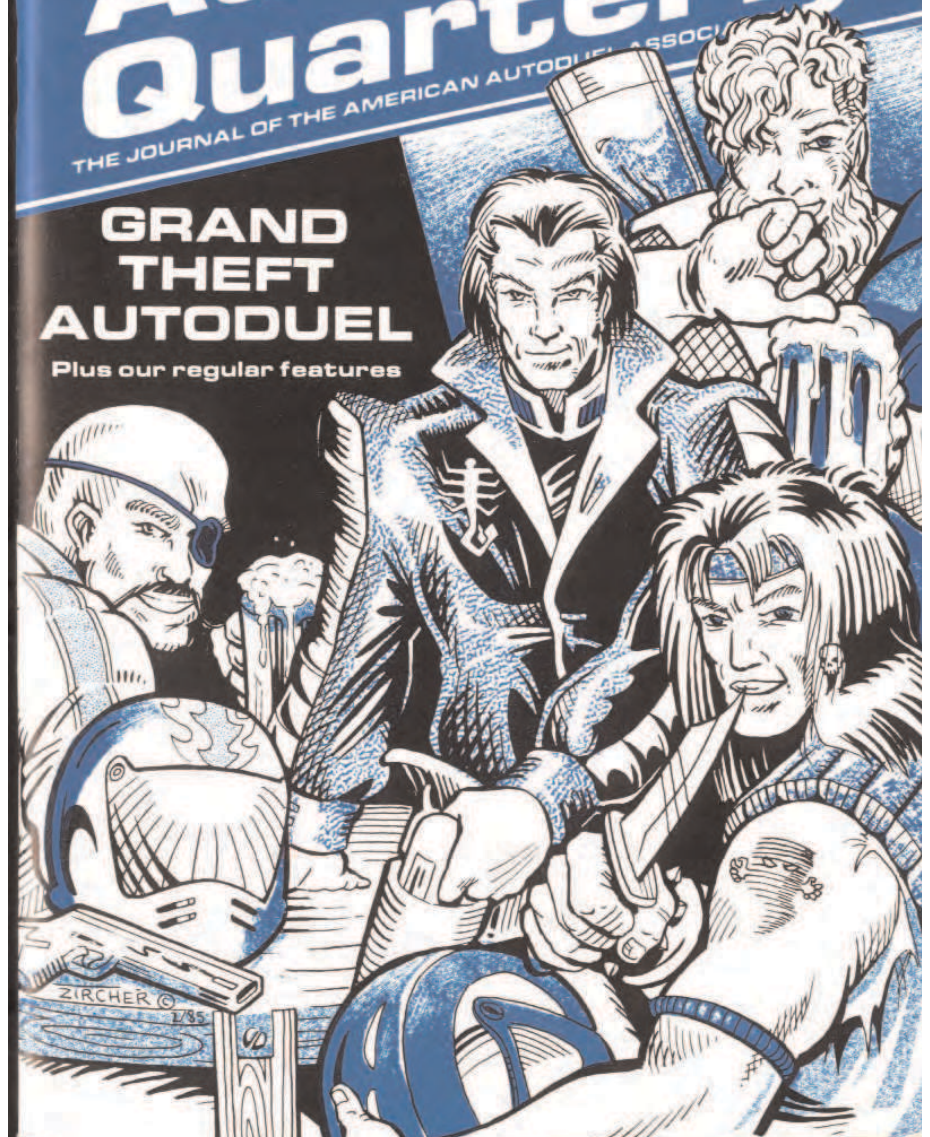
\$3.00

Autoduel Quarterly

THE JOURNAL OF THE AMERICAN AUTODUEL ASSOCIATION

GRAND THEFT AUTODUEL

Plus our regular features



SJG002018

Testimonial Declaration of Phil Reed

EXHIBIT 5

some day you could print a scenario with an Ogre Mark V against The Brotherhood.

— Matthew Tedder
Florence, SC

That building stuff sounds awfully complicated; I think I'll pass the assignment on to some bright-eyed reader. Same with the South Carolina edition of the "Road Atlas" — if you want to see it, write it! Same with four-wheel drives. But an Ogre vs. the Brotherhood? Come on, now, you forget that a) the Ogre can withstand direct hits from nuclear weapons — what's a recoilless rifle going to do? and b) the Ogre fires nuclear weapons — roughly a 2,000,000d6 weapon with a half-mile burst radius. The "con-jetti" rule would definitely apply.

About back issues: We are not selling back issues of any of our magazines any more, with the exception of ADQ. To get back issues of Space Gamer, Fantasy Gamer, or Fire & Movement, contact your local hobby shop (there's still a lot of them floating around out there) or try to catch us at a convention.

— SDH

First off let me say that issue no. 3 was great! I was especially impressed with the cover artwork by Speed Webber. It had a nice, menacing effect. Among other things I liked was the article on speeding. I can't wait to try it out on the open road! The design guide is very helpful, and it's made me rethink the way I design vehicles. Some nice work and good comments went into that article.

The funny thing about the new products section is that I was going to submit some ideas about a roll cage and fireproof armor (I hadn't worked out the stats, but the ones you printed looked fine!). Don't worry, you haven't thwarted me completely. I'm submitting a couple more new products with this letter...

I like the random arena idea, but I think I'd make my table a little more complicated. Still, it's a nice idea.

I haven't had a chance to play a scenario using the "Chassis & Crossbow" rules, but I think I already see about a half-dozen questions and clarifications I need to ask you about. But I'll save 'em until I look over the rules more closely.

One of the things I'd like to see in your magazine is more small scenarios (i.e., those with only a few, like two or three, vehicles or people on the battleground at a time). You well know as you increase the number of playing pieces on the board, the playing time goes up dramatically. Most of my spare time goes into studying, and when I do play I like to squeeze

in an hour here, maybe an hour and a half there, not 4–5 hours in one sitting. Also, most of your scenario maps are huge! We've got these small desks cluttered with books and homework and unfinished pizzas and it's hard to push all that aside to put a map down. A map that would fit on a regular 22" x 16" desk pad would be great! The "Convoy" scenario in issue #1 is my idea of a perfect scenario: small playing board (just a few road sections); few playing pieces; and it's a series of encounters (so you can play a few, put it up, then come back and play the rest). So I guess what I'd really like to see is some more scenarios of the "Convoy" variety...

One thing that's sort of annoying is the tiny "Handling" and "Speed" markers. We're always losing, dropping, misplacing, etc., etc., them; and invariably it happens during a critical point in our games. One thing you might be interested in making is this:

Get one of those "write-on/wipe-off" memo boards about the size of your ADQ magazine. Print on it, in permanent ink, a vehicle record sheet (with handling and speed track). Now all you have to do is mark your speed, handling, etc. with a "write-on/wipe-off" pen. The advantages of this are obvious: You don't have to worry about losing those damn little markers, so you don't have to keep these sheets flat and separate. You can stack 'em and hold 'em in front of you and pass 'em around when the referee wants to check something, and all sorts of things... Anyway, if you do decide to market something like this, I'll purchase a couple!!

— Mike Emrick

My friends and I are planning to set out on a marathon *Car Wars* game. Our goal would be in the field of 50 to 100 hours playing time. We come to you for any advice or help you could give us. Our group of asphalt gladiators would graciously accept any guidance you could give us. As I have said before, we are still in the planning stages. We also want to set a record for continuous play of *Car Wars*.

— Ron Mathewson
Wharton, NJ

Why not? A good format to use might be a multi-elimination tournament, with lots of preliminary rounds, winner's rounds, survivor's rounds, and finals. Or for the truly strong of heart: a cross-country road race, starting in New York and ending in Los Angeles. All you need is an atlas, and someone to devise lots of encounters. And don't forget the No-Doz. Good luck.

— SDH

Autoduel Quarterly

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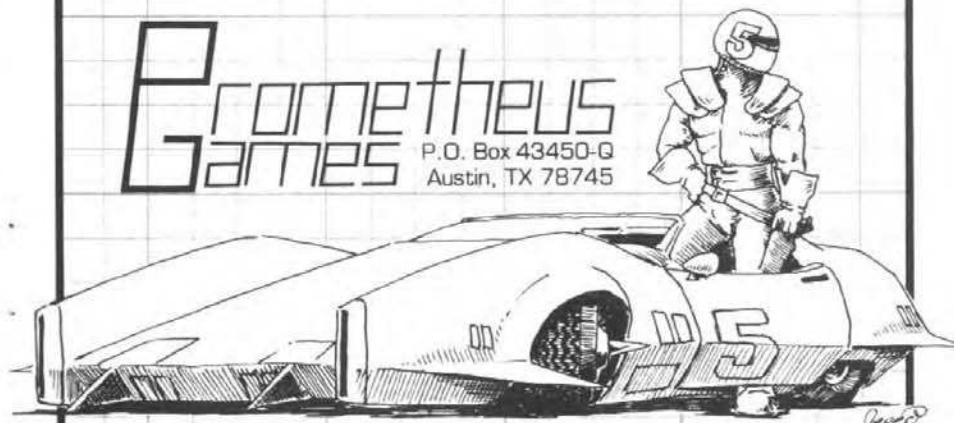
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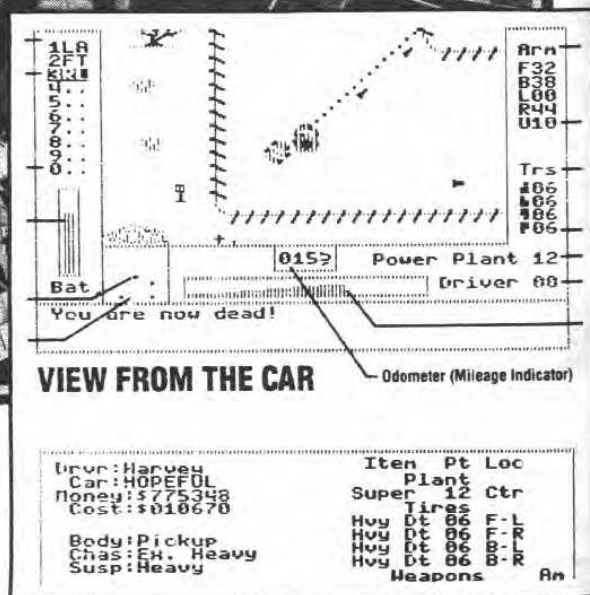
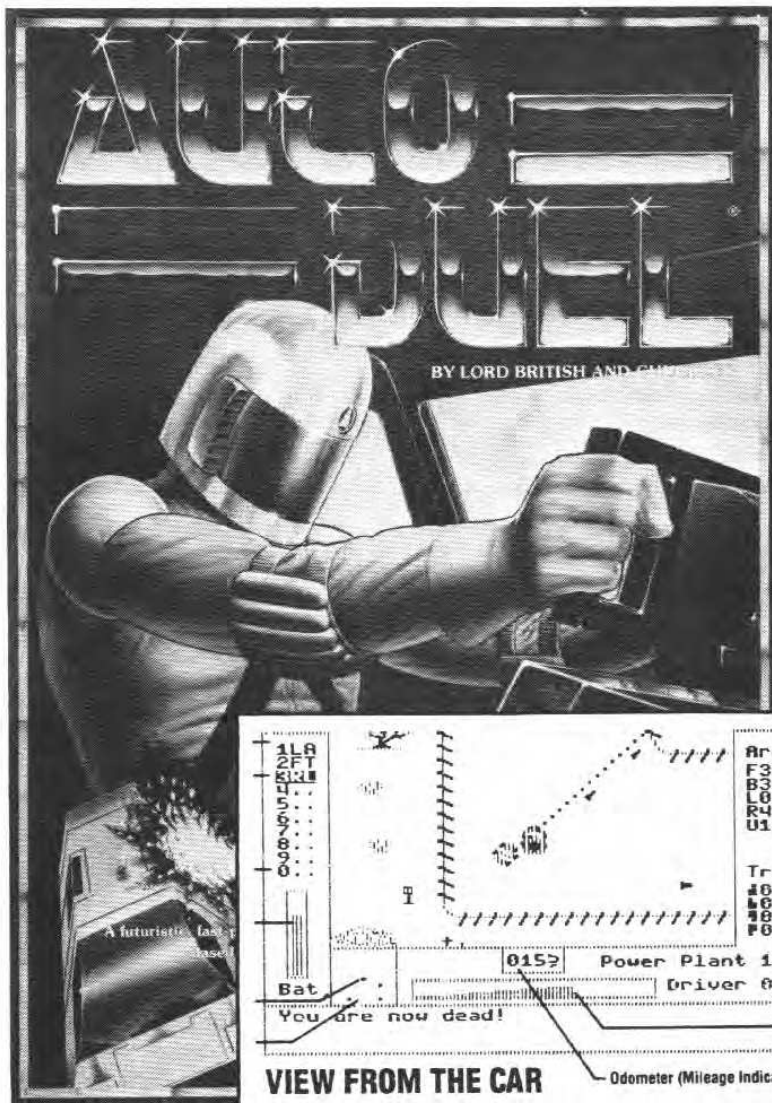
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EXHIBIT 6



CAR WARS Enters the Computer Age

An Interview with Lord British and Chuckles

by Scott Haring

The December 1985 release of the *Autoduel* computer game by Origin Systems, Inc., was met with great anticipation by gaming and computer fans alike. It also culminated 18 months of hard work by the game's designers, Lord British and Chuckles.

Lord British — aka Richard Garriott — and Chuckles — aka Chuck Bueche — both grew up in Houston, where they attended Clear Creek High School together. After a stop at the University of Texas, they (along with Richard's brother, Robert) now run one of the most successful computer game companies in the industry.

Autoduel is not a literal translation of *Car Wars* for the computer. "We weren't looking for a boardgame, step-by-step implementation of *Car Wars*," Bueche said. "We were looking for a roleplaying game with the flavor of the *Car Wars* world."

"Most of the time, when people get together to play *Car Wars*, they play in an arena or from point A to B," Bueche said. *Autoduel* uses a number of different arenas, all in different towns, as well as additional features like a casino, and a free-lance courier system that the players have to figure out before they can use it to full advantage.

Garriott (or Lord British) first came upon the computer gaming scene in 1979 when the now-defunct California Pacific published his *Akalabeth* game. Garriott was 18, just out of high school, and an instant star. "The industry was very small at that time — only a dozen or so designers. About half of those people became really well known," Garriott said. His other designs include the now-classic

Ultima series; *Ultima I* for California Pacific, *Ultima II* for Sierra On-Line, and *Ultima III* and *IV* for Origin Systems.

Bueche and Garriott were roommates at the University of Texas, where they both studied electrical engineering. Garriott continued to work on new games while he was in school, and Bueche took notice. "I saw how lucrative it was for Richard, and thought I'd give it a shot, too," he said. Bueche's design credits include *Adrenalin Freeway* (for California Pacific), *Laf Pak*, *Lunar Leaper*, and *Jawbreaker II* (for Sierra On-Line), and *Caverns of Callisto* (for Origin Systems), as well as numerous conversions of *Ultima II*, *III*, and *IV* for various computer systems.

Three years ago, Garriott and Bueche dropped out of school and formed Origin Systems. Originally based in Houston, the company now operates out of Manchester, New Hampshire. "At first, Robert was commuting three weeks a month down to Houston," Garriott said. The decision was made to move north so that Robert could spend more time with his wife, who had a good job in the area.

Although it's turned out very well, Garriott originally wasn't sure that the move to private entrepreneur was a smart one. "The decision to drop out of school was not an easy thing to do," he said. "A lot of it (the company's success) is being in the right place at the right time."

Garriott first met Steve Jackson when both were active in the Austin chapter of the Society for Creative Anachronism. Their mutual interest in gaming reinforced their friendship — Garriott was a frequent participant in the now-legendary Friday night playtests at the original Steve

Jackson Games offices. Garriott remembers, "From day one, Steve was trying to get me to do computer versions of his games." Origin Systems plans computer versions of SJ Games' *Ogre* and *Undead* for 1986.

Autoduel was originally scheduled for release in 1984, but the project took considerably longer than anticipated. Garriott said, "To do smooth, scrolling graphics is an extremely non-trivial task. Those shapes take up a humongous amount of memory." The trick, Garriott said, was to get a working graphics package that still leaves enough memory for the game itself to work without large delays.

"There's a lot to account for there — weights, handling classes . . . it's all very data intensive," added Bueche, who did the primary writing on *Autoduel*. "A lot of the detail-y items are not available." The weapons available are also limited — not every Uncle Albert gadget or latest weapon can be used in *Autoduel*.

The biggest adaptation a *Car Wars* player will have to make when he sits down at the computer to play *Autoduel* will be adjusting to real-time combat. No longer can a player meticulously plot his moves so that maximum firepower is brought to bear on his opponents at all times. Because of that, Garriott has found that most players prefer to mount their weapons to the front or back and fight fighter-pilot style, because side mounted weapons are too hard to use effectively on an opponent in real-time movement.

Vehicle construction works in *Autoduel* the same way it does in *Car Wars* — the designer must juggle weight and spaces and cost to come up with the most effective design. The movement system is very similar, too. Bueche explains, "I've kept a barometer of sorts in the program that tells the computer how radically the player is driving. As the barometer goes up, the chance of crashing goes up." High speed and radical maneuvers move the barometer up; low speed and straight movement move it down. When the baro-

meter hits a certain point, a chance for losing control and crashing is introduced; at another, even higher point, the crash is automatic.

Another thing that added to the complexity of the programming job was the original design. "He (Steve Jackson) writes games without a computer in mind," Garriott said. This is not a bad thing, until it comes time to put the game on a computer. The decisions that have to be made and the calculations necessary to run the game are not the type a computer does easily, so while people have no trouble running the game, getting a computer to do it is more difficult.

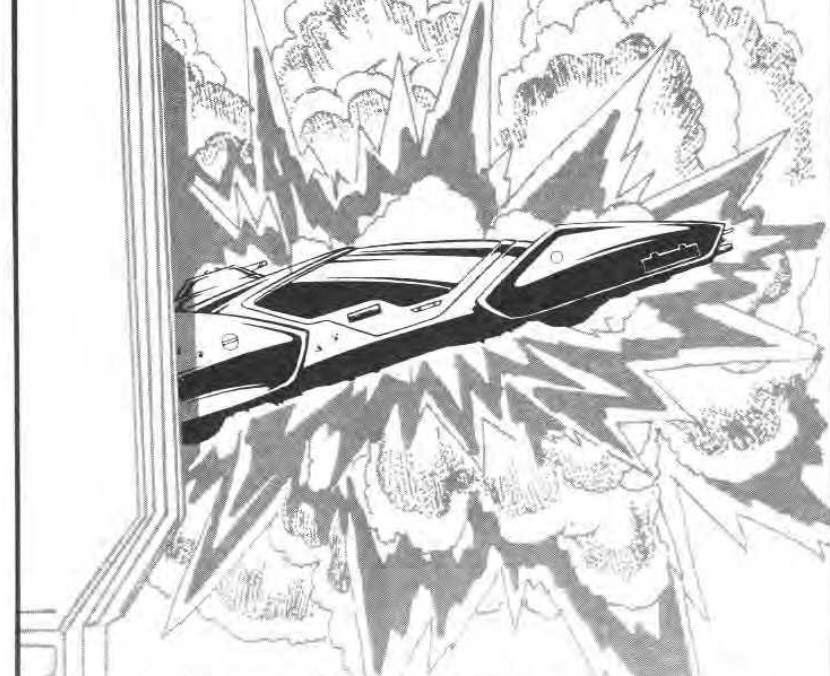
Autoduel is currently available only for the Apple II series. Origin did the Apple version first, Garriott said, "mainly because all our programmers work on it. It's our preferred computer in-house. One advantage of programming on the Apple first is that translation is easy." Garriott estimated that versions for other machines will be available late this summer. Origin Systems plans *Autoduel* versions for the Commodore 64 and Amiga, Atari 800 and ST machines, and the Macintosh.

The trick to computer game design, Garriott and Bueche agree, is to have a good game to begin with. "There are a lot more good programmers than good game designers," Bueche said. In *Car Wars*, the duo had one of the most popular science-fiction games ever. The game has only been out for two months at this writing, so the computer gaming press has not published any reviews of the game. But *Autoduel* sales are strong, Garriott said, and that is cause for optimism.

Car Wars has spawned dozens of supplements, expansion sets, and even a magazine. *Autoduel* only covers a small section of the Northeast. Are more games in the future? "It's really unsure at this point," Garriott said. "It's a game that sequels can be done for, but it depends on long-term sales."

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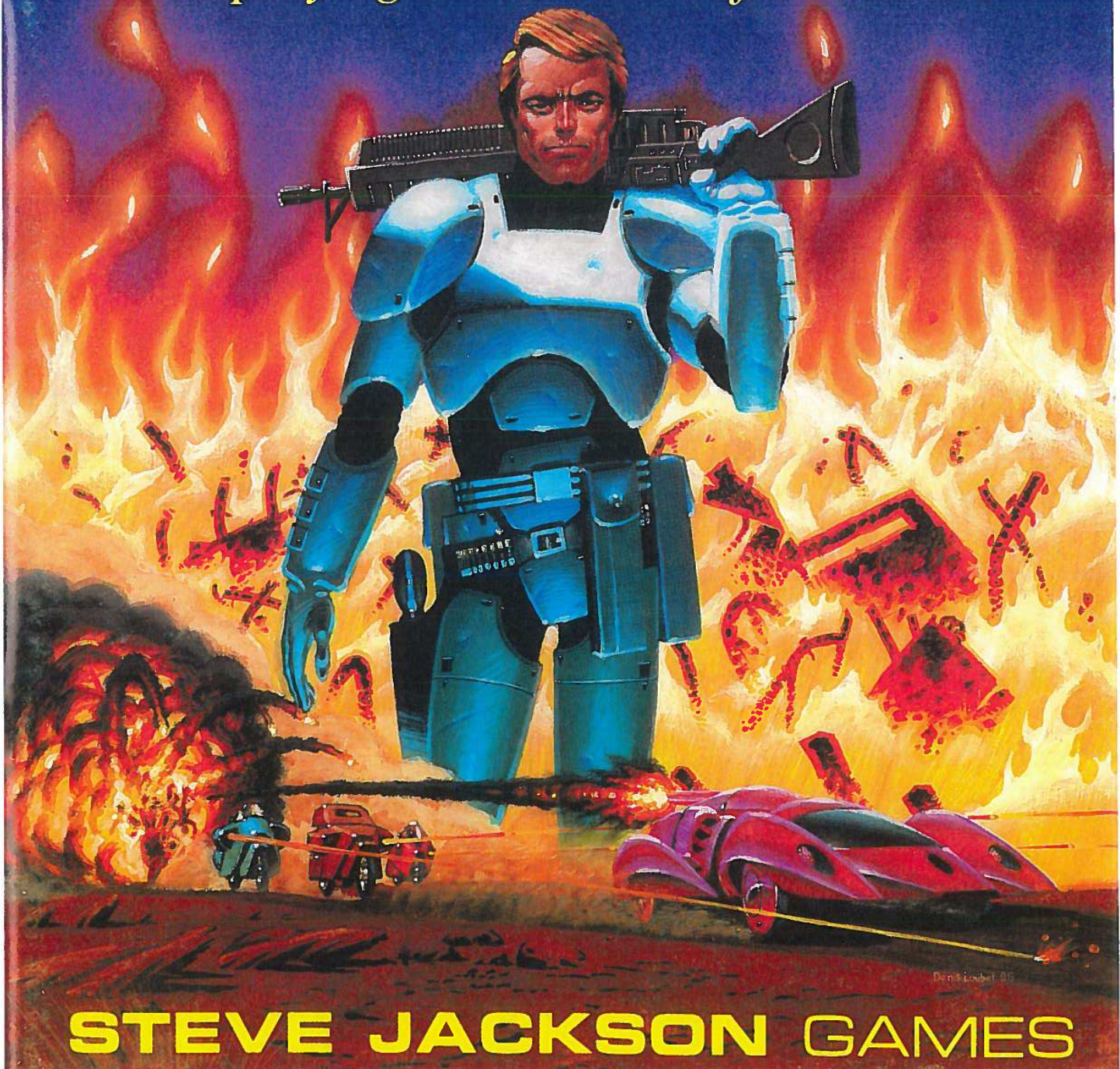
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Roleplaying in the world of Car Wars

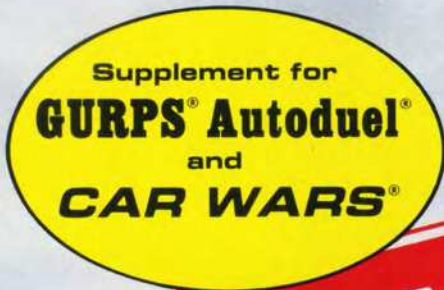


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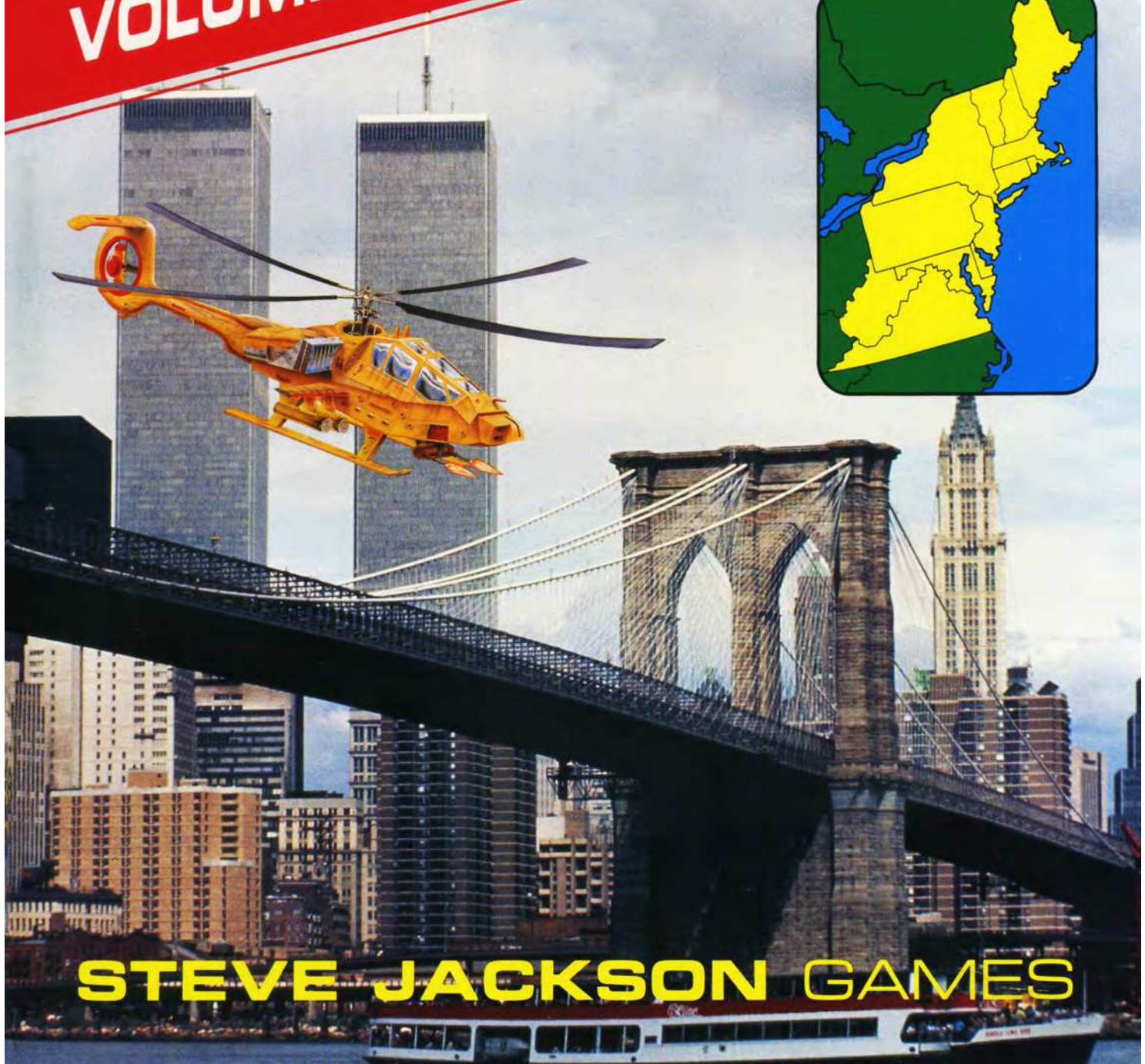
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EXHIBIT 8



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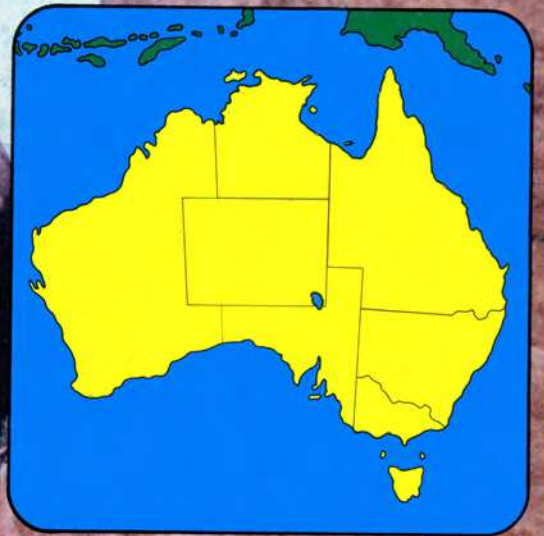
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The AADA Road Atlas Volume Six: The Free Oil States



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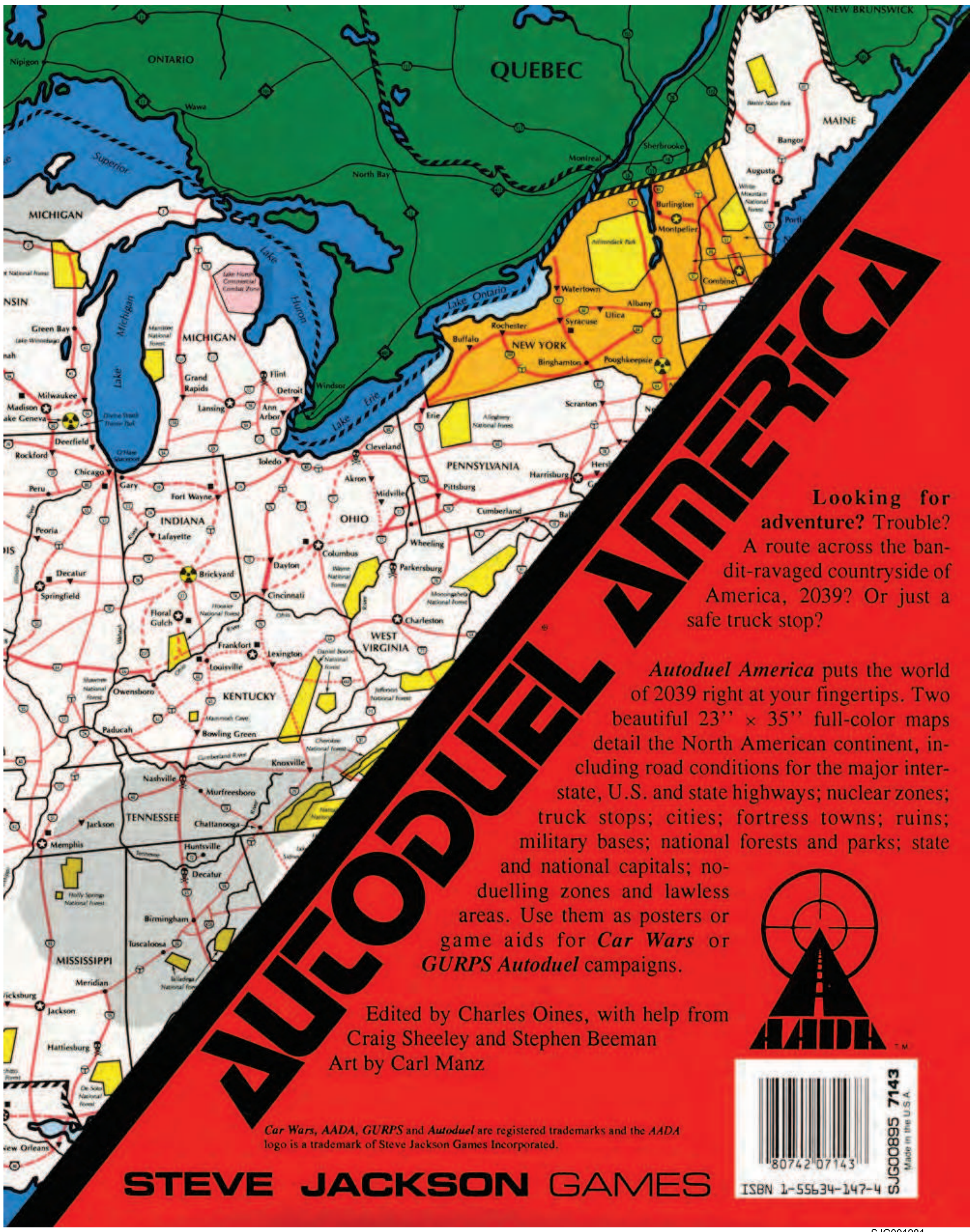
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areas. Use them as posters or
game aids for *Car Wars* or
GURPS Autoduel campaigns.

Edited by Charles Oines, with help from
Craig Sheeley and Stephen Beeman
Art by Carl Manz

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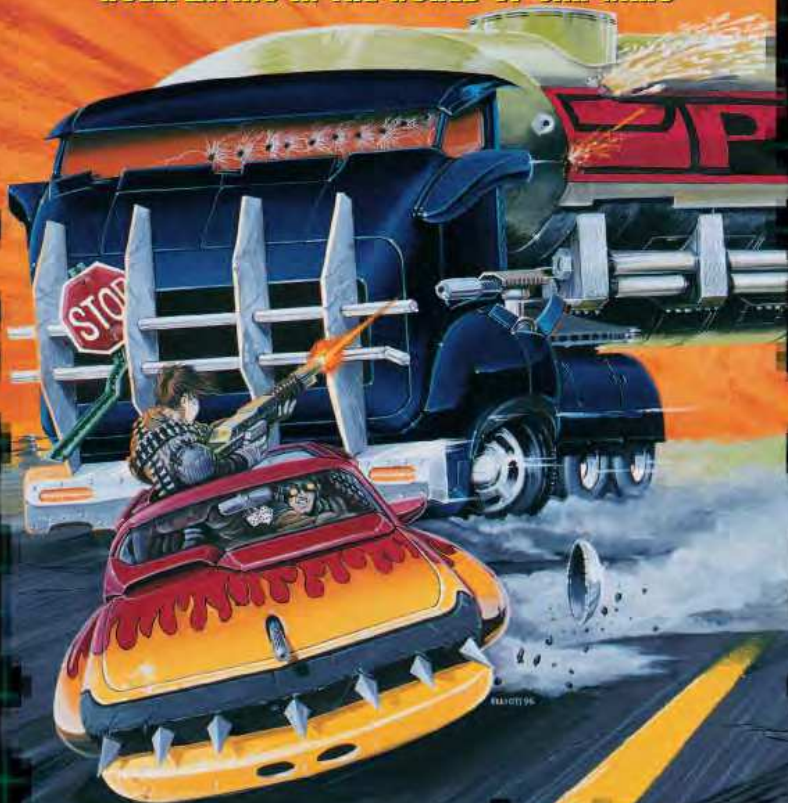
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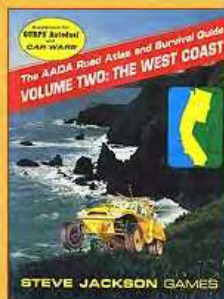
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STEVE JACKSON GAMES NEWS

March 31, 2014: Drive Yourself Crazy On The West Coast!

Some people drive themselves crazy looking for adventure. Others act like they're already there, and they've got a road map. Regardless of how you find trouble, you can get there quickly and easily with the *AADA Road Atlas V2: The West Coast*.

Newly released to [Warehouse 23](#), this digital reprint classic is perfect for fans of both *Car Wars* and *GURPS Classic: Autoduel*. It includes a post-apocalyptic history of the western states; a guide to California, Oregon, and Washington, including noteworthy cities; mini-scenarios for Pacific action; and even a Hollywood-based adventure suitable for *Car Wars* or *GURPS*.



Whether you're looking for gang activity in Portland, a map of Monterey Peninsula, insight into the Scout Command Corps, or just need an excuse for Hollywood mayhem, the *AADA Road Atlas V2: The West Coast* is sure to get you pointed in the right direction.

-- [Steven Marsh](#)

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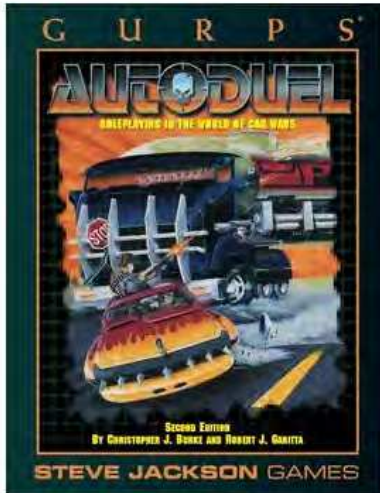
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Steve Jackson Games / GURPS / GURPS 3rd Ed.

GURPS Classic: Autoduel

★★★★☆ (15)

\$7.99

1

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Publisher Steve Jackson Games

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GURPS Autoduel was one of the first worldbooks ever published for the *GURPS* system - over ten years ago! Its post-apocalyptic world, based on the classic *Car Wars* boardgame, was a fan favorite as players faced a world devastated by war, famine and despair . . . on lawless highways where the right of way went to the biggest guns.

Ten years later, things have gotten better in Autoduel America - but not much. This Second Edition is 32 pages longer than the original, and includes:

- A detailed history and description of "Autoduel America";
- An updated and expanded "AADA Road Atlas and Survival Guide";
- Vehicle construction rules completely compatible with *GURPS Vehicles*, 2nd Ed., with a dozen sample vehicles;
- Complete character creation guidelines, including guns, equipment and gadgets galore;
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And remember . . . drive offensively!

Written by Christopher J. Burke / Robert J. Garitta

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GURPS Classic: Vehicles



GURPS Classic: Vehicles Expansion 1



AADA Road Atlas V1: The East Coast



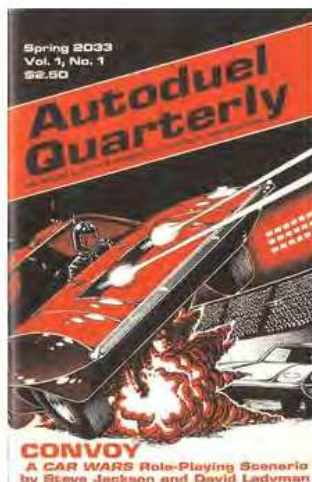
Autoduel America Map


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Steve Jackson Games / Car Wars / Autoduel Quarterly

Autoduel Quarterly #1/1

★★★★★ (4)

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This is the very first *Autoduel Quarterly*, the *Car Wars* magazine, published in March, 1983. It features "Convoy," a scenario by Steve Jackson and David Ladyman, plus Aaron Allston's look at Midville, OH, the home of the *Sunday Drivers* supplement. All that plus vehicle designs, new equipment courtesy of Uncle Albert, letters, columns, and rules answers in ADQ&A. Drive Offensively!

RECOMMENDED



Car Wars Midville



Car Wars Convoy

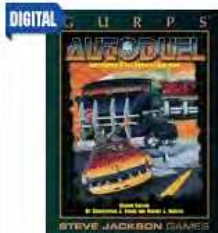


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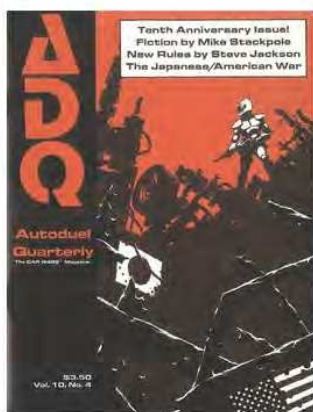
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EXHIBIT 20



Steve Jackson Games / Car Wars / Autoduel Quarterly

Autoduel Quarterly #10/4

★★★★★ (3)

\$2.99

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Stock Number SJG30-8740

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Autoduel Quarterly Issue 10/4 was published in the winter of 1992, and was the last issue of ADQ ever. After this issue, coverage of *Car Wars* would continue in *Pyramid* magazine. *Autoduel Quarterly* went out with a bang, however, with "The Oldest Trick in the Book," great autoduellling fiction from Mike Stackpole, along with some *Car Wars* gadget designs from Steve Jackson, a complete report on the outbreak of war between the United States and Japan in the autoduellling world, and a 10-year index of all the articles in *Autoduel Quarterly*. All that, plus letters, columns, rules answers in ADQ&A, and more!

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EXHIBIT 21



Steve Jackson Games / GURPS / GURPS 3rd Ed.

GURPS Classic: Horror: Zombietown, U.S.A.

(13)

\$2.99

1 **ADD TO CRATE**

Contents

67-page PDF

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Black Lake, California, the idyllic small town you've always dreamed of... clean air, sparkling water and a scenic countryside... friendly townfolk and an easy life style... a perfect haven where everything is beautiful and peaceful!

Almost.

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Written by Barry Link

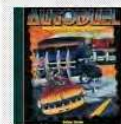
RECOMMENDED



GURPS Horror
Fourth Edition



GURPS Zombies



GURPS Classic: Autoduel



AADA Road Atlas
V2: *The West Coast*

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AADA Road Atlas V7: Mountain West



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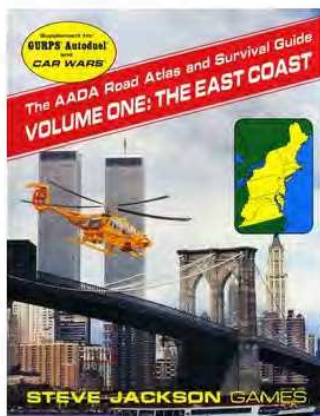
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AADA Road Atlas V1: The East Coast

★★★★★ (1)

\$2.99

- PDF - \$2.99
- Soft Cover - \$6.95 Out Of Print

1 **ADD TO CRATE**
Contents
67-page PDF

File Size	55.1 MB PDF
Preview	Download (5.67 MB)
Publisher	Steve Jackson Games
Stock Number	SJG30-6301
UPC / ISBN	155634080X
Weight	0.44 lbs

AVAILABLE AS A DIGITAL FILE
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Civilization Is A Relative Term

The East Coast is easily the tameest, safest, most fully recovered region in the United States. There are even a few areas where weapons aren't necessary!

But the region is still dangerous, perhaps more so because of the sense of false security that is so easily developed. How can you tell the safe stretches of highway from the ambushes? Consult . . . *The AADA Road Atlas and Survival Guide, Volume One: The East Coast*.

The East Coast is the first volume of an ambitious project by your American Autoduel Association. *The AADA Road Atlas and Survival Guide* will tell you everything you need to know about each region, from the roads and the police to the best attractions and even food.

Find out the real story behind:

- The Hill Clans of Massachussetts.
- The Mild Ones, the most polite (and efficient) cycle gang around.
- Drang Nach Iowa: what it was and why it failed.
- The Newark Police.
- The Pennsylvania Highway Authority.
- and more . . .

But *The AADA Road Atlas and Survival Guide* is more than just an atlas of the East Coast. It also contains the following useful material for fans of *GURPS Autoduel* and *Car Wars*:

- A complete rundown on EDSEL, the Eastern Driving Safety Enforcement League. Includes their philosophy, organization, equipment, tactics, and a state-by-state list of EDSEL chapters -- complete with information on relative popularity, strength, and each chapter's leader.
- Campaign guidelines for *GURPS Autoduel* GMs, with advice for setting an adventure in any part of the East Coast.
- Complete helicopter rules for *GURPS*.
- Ten mini-adventures for *GURPS* or *Car Wars*, each set in a different part of the region.
- "Escape from Poughkeepsie," a complete adventure for *GURPS Autoduel*. Can you survive the bombed-out ruins, radioactive hot spots, and the "Townies" long enough to recover a disk lost for 25 years?

(This is a digital reprint of a supplement designed for *Car Wars* and *GURPS Third Edition*.)

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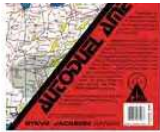

**AADA Road Atlas V2:
The West Coast**

**Autoduel America
Map**

**GURPS Classic:
Autoduel**

Mini Car Wars

**GURPS Classic:
Deathwish**



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Autoduel America Map



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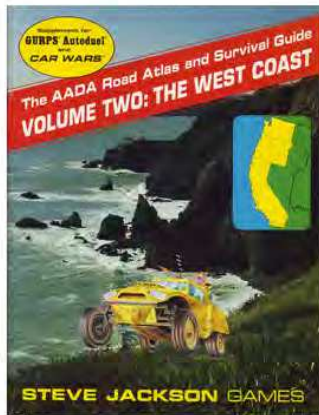
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AADA Road Atlas V2: The West Coast

★★★★★ (1)

\$2.99

PDF - \$2.99

Soft Cover - \$8.96 Out Of Print

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Contents

67-page PDF

File Size	71.4 MB PDF
Preview	Download (7.58 MB)
Publisher	Steve Jackson Games
Stock Number	SJG30-6302
UPC / ISBN	1556340842
Weight	0.44 lbs

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Go West, Young Duellist

For nearly 200 years, the West Coast has lured the young and adventurous with many promises and beautiful locales. But the West Coast is not paradise. Danger lurks behind every corner, a threat behind every wheel. How can a visitor know where the beauty ends and the beast begins? Consult . . . *The AADA Road Atlas and Survival Guide, Volume Two: The West Coast*.

The West Coast is the second volume (following the popular *East Coast* edition) of an ambitious project by your American Autoduel Association. *The AADA Road Atlas and Survival Guide* will tell you everything you need to know about each region, including the roads, political situations, police procedures, tourist attractions, and even the best restaurants and truck stops.

Find out the real story behind:

- Los Angeles's Civic Senate: Is it democracy at its finest, or anarchy at its worst?
- Kreegan's Edge, a land/sea bandit gang terrorizing Northwest shipping.
- The Orange County Agricultural Enclave.
- Aqua Sueve, the most enigmatic screen star ever.
- and more . . .

But *The AADA Road Atlas and Survival Guide* is more than just an atlas of the West Coast. It also contains the following valuable material for fans of *GURPS Autoduel* and *Car Wars*:

- A complete description of the Scout Commando Corps, including their organization, activities, ranks, and even merit badges!
- Campaign guidelines for *GURPS Autoduel* GMs, with advice for setting an adventure in any part of the West Coast.
- Mini-adventures for *GURPS* or *Car Wars*, each set in a different part of the region.
- "Flash of Steel," a complete adventure for *GURPS Autoduel*. Harry Coppola's latest budget-busting epic could be the biggest money-maker in Hollywood history -- or the biggest flop. When the only copy of the final edit is stolen by one of the nastiest cycle gangs in Los Angeles, are you tough enough to get it back?

(This is a digital reprint of a supplement designed for *Car Wars* and *GURPS Third Edition*.)

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The South

GURPS Classic:
Autoduel


Mini Car Wars


The AADA Vehicle
Guide

AADA Road Atlas V5:
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AADA Road Atlas V1: The East Coast



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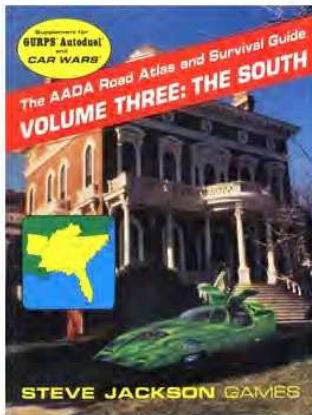
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AADA Road Atlas V3: The South

(1)
\$2.99

- PDF - \$2.99
- Soft Cover - \$6.95 Out Of Print

1 ADD TO CRATE

Contents
68-page PDF

File Size	74.9 MB PDF
Preview	Download (7.19 MB)
Publisher	Steve Jackson Games
Stock Number	SJG30-6303
UPC / ISBN	1-55634-088-5

AVAILABLE AS A DIGITAL FILE
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The South Will Rise Again

History has not been kind to the southern United States, but through it all, the South has fought back with fierce pride and determination. Visitors will find much to admire in the South, but there is much to fear as well. How does the traveler know which way to turn? Consult . . . *The AADA Road Atlas and Survival Guide, Volume Three: The South*.

The South is the third volume (following the popular editions on *The East Coast* and *The West Coast*) of an ambitious project by your American Autoduel Association. *The AADA Road Atlas and Survival Guide* will tell you everything you need to know about each region, including the roads, politics, police, tourist attractions, and even the best restaurants and truck stops.

Find out the real story behind:

- The Confederate Commando Corps, an Arkansas-based group dedicated to the return of the "glory days" of the South.
- South Carolina's Governor-For-Life Charles Jordan. Is he a hated tyrant, or the region's last hope for stability?
- The Goremongers, a cycle gang that controls a large chunk of Alabama.
- Los Disneys, the new capital of Florida.
- and more . . .

But *The AADA Road Atlas and Survival Guide: The South* is more than just an atlas of the South. It also features the following valuable material for fans of *GURPS Autoduel* and *Car Wars*:

- A complete rundown on criminal gangs of every type, from rag-tag street gangs to disciplined cycle marauders, and even the Mafia!
- Campaign guidelines for *GURPS Autoduel* GMs, with advice for setting an adventure in any part of the South.
- Mini-adventures for *GURPS* or *Car Wars*, each set in a different part of the region.
- "Intrigue in Los Disneys," a complete adventure for *GURPS Autoduel*. Florida Governor Bart Lesion fiddles while Rome burns; his people live in squalor while he uses their tax money to expand his fine art collection. When you are recruited to end the governor's reign "with extreme prejudice," are you saving thousands of lives, or are you just a pawn in a bigger, deadlier game?

(This is a digital reprint of a supplement designed for *Car Wars* and *GURPS Third Edition*.)

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AADA Road Atlas V4:
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The AADA Vehicle
Guide Volume 2

GURPS Classic:
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Mini Car Wars

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AADA Road Atlas V2: The West Coast



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Autoduel America Map



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Car Wars Expansion Set 4 - Armadillo Autoduel Arena



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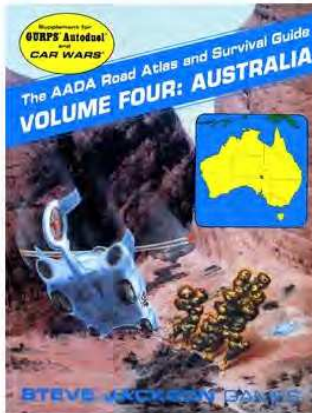
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Steve Jackson Games / GURPS

AADA Road Atlas V4: Australia

★★★★★ (1)

\$2.99

- PDF - \$2.99
- Soft Cover - \$6.95 Out Of Print

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Contents

68-page PDF

File Size	69.2 MB PDF
Preview	Download (10.9 MB)
Publisher	Steve Jackson Games
Stock Number	SJG30-6304
UPC / ISBN	1556340958

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G'Day, Duel Mate!

The economic superpower of 2038, Australia has triumphed during the crises that have ruined a world. Aussies eat "real" (non-algae) food, drive petrol-guzzling cars, and support national and regional duel circuits. But how can visitors to the Land Down-Under know what perils await? Consult... *The AADA Road Atlas and Survival Guide, Volume Four: Australia*.

Australia is the fourth volume -- following *The East Coast*, *The West Coast*, and *The South* editions -- of an ambitious project by your American Autoduel Association. *The AADA Road Atlas and Survival Guide* will tell you everything you need to know about this continent-sized nation, including roads, politics, police, quarantine regulations, and which truck stops are overpriced.

Learn the truth behind:

- Anarchy in New South Wales*. Do cycle gangs control the countryside? Do they "broker" travel arrangements?
- Forced-labour gangs in Queensland*. Are the Asian refugees really "slaves" in the cane fields?
- Premier Harrington, the autocrat of Victoria*. Where will martial-arts training for poor city youth lead?
- Triad and the Khmer Noir*. Does a refugee-liberation organization really exist? Has an Oriental crime syndicate penetrated Australian society?
- More!* The AADA's first guide to Antarctica! A dictionary of Aussie slang! The *Contents of Stomach* form -- no tourist should be without this!
- Plus even more.**

The AADA Road Atlas and Survival Guide: Australia is more than just an Australian atlas. Perceptive duellists should check out these features perfect for aficionados of *GURPS Autoduel* and *Car Wars*:

- Complete fuel rules for petrol (for *GURPS Autoduel*) and ethanol.
- Guidelines for campaigning down-under, including a guide to Australia's native organizations.
- Mini-adventures for *GURPS* or *Car Wars*, including a native Aussie sport: *test autoduel*.
- "2,000 Metres, Straight Down," a complete adventure for *GURPS Autoduel*. As a member of a duelling team in the nationally televised *Death Duel Sunday*, can you outwit the forces that seek to control you?

From the pyramids of Sydney to the oil fields of Antarctica, you can't find a better reference work than *The AADA Road Atlas and Survival Guide, Volume Four: Australia*.

(This is a digital reprint of a supplement designed for *Car Wars* and *GURPS Third Edition*.)

Written by Gary Makin / Steve Reynolds / Greg Rickards

RECOMMENDED


AADA Road Atlas V3:
The South

AADA Road Atlas V5:
The Midwest

The AADA Vehicle
Guide Volume 3


Mini Car Wars


GURPS Classic:
Autoduel



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AADA Road Atlas V1: The East Coast



\$2.99

AADA Road Atlas V2: The West Coast



\$2.99

AADA Road Atlas V3: The South



\$5.99

Autoduel America Map



\$2.99

Car Wars Expansion Set 4 - Armadillo Autoduel Arena



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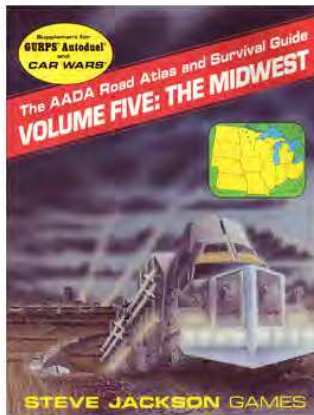
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Steve Jackson Games / GURPS

AADA Road Atlas V5: The Midwest

★★★★★ (1)

\$2.99

PDF - \$2.99

Soft Cover - \$7.95 Out Of Print

1 ADD TO CRATE

Contents

68-page PDF

File Size 76.9 MB PDF

Preview Download (7.14 MB)

Publisher Steve Jackson Games

Stock Number SJG30-6305

UPC / ISBN 1556341059

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For a Fistful of Grain . . .

The *Midwest* is the fifth volume of an ambitious project by your American Autoduel Association. The *AADA Road Atlas and Survival Guide* will tell you everything you need to know about each region, including the roads, politics, police, tourist attractions, AADA advisories, as well as the best restaurants and truck stops.

Find out the real story behind:

- The Church of America and its charismatic leader, Donald LaMothé
- KC-1's ruthless civic ordinances
- The Grain Blight
- Cattle drives of the 21st century
- Corporate feuds of Detroit
- and more . . .

The *AADA Road Atlas and Survival Guide* is more than just an atlas of the Midwest. It also features the following valuable material for fans of *GURPS Autoduel* and *Car Wars*:

- A complete description of the three types of Fortress Towns that protect citizens from marauding gangs.
- Campaign guidelines for *GURPS Autoduel* GMs, with advice for setting an adventure in any part of the Midwest.
- Mini-adventures for *Car Wars* or *GURPS*, each set in a different part of the region.
- "Murphys' Law," a complete adventure for *GURPS Autoduel*. The Murphys have struck a blow for human freedom against the accursed machines of KC-1. You are caught in the middle, and the only way to buy your own personal freedom lies in a chase across the Midwest. Can you stop the Murphys before they produce a bigger bang than they bargained for?

(This is a digital reprint of a supplement designed for *Car Wars* and *GURPS Third Edition*.)

Written by Craig Sheeley

RECOMMENDED



AADA Road Atlas V4: Australia



AADA Road Atlas V6: The Free Oil States



Car Wars Expansion Set 6 - The AADA Vehicle Gui...

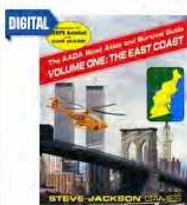


Mini Car Wars



GURPS Classic: Deathwish

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AADA Road Atlas V2: The West Coast



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AADA Road Atlas V3: The South



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AADA Road Atlas V4: Australia



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South

North

Atmosphere Adventure Arena



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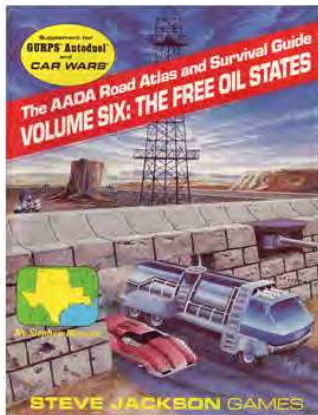
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Steve Jackson Games / GURPS

AADA Road Atlas V6: The Free Oil States

★★★★★ (1)

\$2.99

PDF - \$2.99

Soft Cover - \$7.95 Out Of Print

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Contents
68-page PDF

File Size	85.8 MB PDF
Preview	Download (10.7 MB)
Publisher	Steve Jackson Games
Stock Number	SJG30-6306
UPC / ISBN	1556341113

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Bayous, Beef, and Black Gold

The Free Oil States is the sixth volume of an ambitious project by your American Autoduel Association. *The AADA Road Atlas and Survival Guide* will tell you everything you need to know about each republic, including the roads, politics, police, duelling arenas, tourist attractions, and truck stops.

Find out the real story behind:

- The Second Civil War and how Texas used its nuclear arms to win the U.S. "Gulf or Bust" campaign.
- The Brotherhood, the embodiment of a code of highway ethics that gives help and information to all truckers.
- Gary Stevenson, the charismatic TV evangelist and former Louisiana "President for Life" who led his republic out of the Bad Years by means of an iron-fisted theocracy.
- and more . . .

The AADA Road Atlas and Survival Guide is more than just an atlas of the Free Oil States. It also features the following valuable material for fans of *GURPS Autoduel* and *Car Wars*:

- A complete rundown of the criminal gangs in the Free Oil States, including "Howlin' Jack" Houma and his Bayou Rats, the Oklahoma People's Front, and the Gulf Pirates.
- Campaign guidelines for *GURPS Autoduel* GMs, with advice for setting an adventure in any part of the Free Oil States.
- Mini-adventures featuring an attack by river pirates, a revolt against the *jefes*, and the incident that might spark the border tension between Texas and Louisiana into a full-scale war.
- "Thirty Seconds Over New Orleans," a complete adventure for *GURPS Autoduel*. The hunt for a missing friend takes you from an Oklahoma oil-town full of religious fanatics, to the Texas highways, to a blimp high over the capital of Louisiana, in a desperate effort to find the mind-control secrets of a renegade reverend . . . before all the Free Oil States fall under his sway.

(This is a digital reprint of a supplement designed for *Car Wars* and *GURPS Third Edition*.)

Written by Stephen Beeman

RECOMMENDED



Mean Streets


AADA Road Atlas V5:
The Midwest

AADA Road Atlas V2:
The West Coast

GURPS Classic:
Autoduel


Mini Car Wars

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AADA Road Atlas V5: The Midwest



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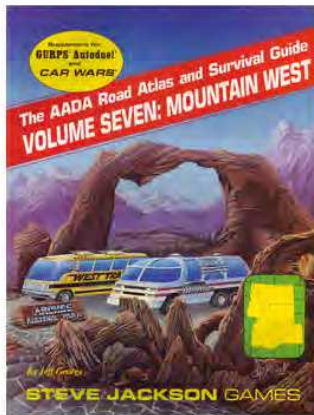
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Steve Jackson Games / Car Wars

AADA Road Atlas V7: Mountain West

★★★★★ (1)

\$2.99

PDF - \$2.99

Soft Cover - \$7.95 Out Of Print

1 ADD TO CRATE

Contents

67-page PDF

File Size	89 MB PDF
Preview	Download (8.88 MB)
Publisher	Steve Jackson Games
Stock Number	SJG30-6307
UPC / ISBN	1556341350

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Rocky Mountain Highways

The *Mountain West* is the seventh volume of an ambitious project by your American Autoduel Association. The *AADA Road Atlas and Survival Guide* will tell you everything you need to know about each region, including the roads, politics, police, tourist attractions, and even the best restaurants and truck stops.

Find out the real story behind:

- The Japanese *daimyos*' control over Montana.
- Big League Unlimited Duelling (BLUD) -- Bruised but not broken, these brawlers beat the backroads of the Mountain West for vehicular battles.
- Deseret, a dream-come-true homeland for the Church of Jesus Christ of Latter-Day Saints.

The *AADA Road Atlas and Survival Guide* is more than just an atlas of the Mountain West. It also features the following valuable material for fans of *GURPS Autoduel* and *Car Wars*:

- Vacation America. Now that the highways are safer, tourist attractions are becoming popular and profitable again.
- Campaign guidelines for *GURPS Autoduel* GMs, with advice for setting an adventure in any part of the Mountain West.
- Mini-adventures for *Car Wars* or *GURPS*, each set in a different part of the region.
- "BLUD Money," a complete adventure for *GURPS Autoduel*. The duel of a lifetime -- BLUD's World Championship -- is interrupted by Arnie's All Stars, who kidnap BLUD hero Hamilton Burgess and steal the prize money. Is Burgess the victim or the mastermind behind the caper? Who is the Duellist in Gray? And can the PCs pull off their mission despite the BLUD Fiends?

(This is a digital reprint of a supplement designed for *Car Wars* and *GURPS Third Edition*.)

Written by J. David George

RECOMMENDED



AADA Road Atlas V2: The West Coast



GURPS Classic: Autoduel



Car Wars Classic



Mini Car Wars



Car Wars Compendium

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AADA Road Atlas V6: The Free Oil States



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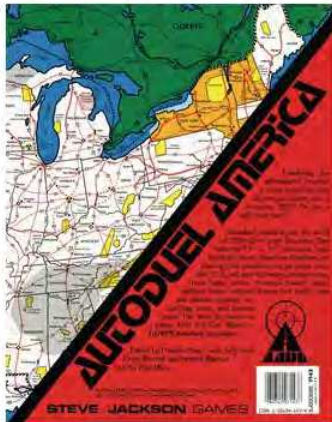
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Steve Jackson Games / Car Wars

Autoduel America Map

★★★★★ (2)

\$5.99

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49-page PDF

File Size 145 MB PDF

Preview Download (9.61 MB)

Publisher Steve Jackson Games

Stock Number SJG30-7143

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Putting Automative Mayhem on the Map!

Looking for adventure? Trouble? A route across the bandit-ravaged countryside of America, 2039? Or just a safe truck stop?

Autoduel America puts the world of 2039 at your fingertips. Two beautiful 23" × 35" full-color maps detail the North American continent, including road conditions for the major interstate, U.S., and state highways; nuclear zones; truck stops; cities; fortress towns; ruins; military bases; national forests and parks; state and national capitals; no-duelling zones and lawless areas. Use them as posters or game aids for *Car Wars* or *GURPS Autoduel* campaigns.

The maps of this supplement were originally printed on oversized paper, so this PDF contains two formats: the original map size, for those with access to oversize printers, and modified versions that span multiple regular sheets.

Written by Carl Manz

RECOMMENDED

Car Wars - Deluxe Edition

AADA Road Atlas V1: The East Coast

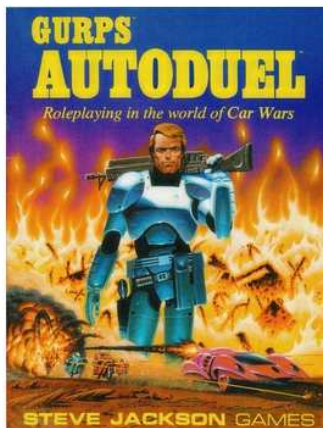
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The AADA Vehicle Guide

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Steve Jackson Games / GURPS / GURPS 3rd Ed.

GURPS Classic: Autoduel (First Edition)

No one has rated this yet.

\$4.99

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Contents

101-page PDF

File Size 72.4 MB PDF

Preview [Download \(5.63 MB\)](#)

Publisher [Steve Jackson Games](#)

Stock Number SJG30-6003-1

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Life in the Fast Lane!

Live fast, drive hard, and leave the burning wreckage of your foes in your rearview mirror! The world of *Car Wars* comes to *GURPS* with *GURPS Autoduel*. In this supplement, you'll find detailed vehicle design rules, an assortment of ready-to-use vehicles, and guidelines for making *Car Wars* characters. Bring the world to life with the timeline of future history and mini-atlas of North America, and keep the action moving with the pull-out section of handy charts, tables, maps, and even an adventure!

(This is a digital reprint of a *GURPS First Edition* product.)

Written by Aaron Allston / Scott Haring

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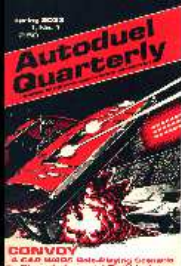
AUTODUEL QUARTERLY

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We're currently in the process of HTML-izing the rest of the back-issues of ADQ.

▲ STEVE JACKSON GAMES ▲ CAR WARS



ADQ 1/1

Spring 2033

HTMLized by William Reed

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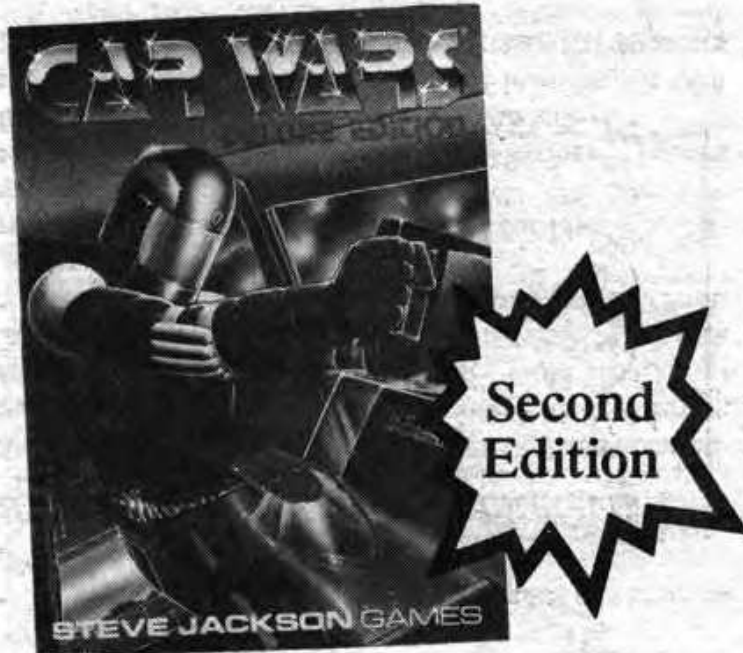
- Editor: Scott D. Haring
- Publisher: Steve Jackson

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EXHIBIT 32

Car Wars is a game of the freeways of the future — where the right of way goes to the biggest guns. Players choose their vehicles — complete with weapons, armor, power plants, suspension, and even body style. Then they take them out on the road — to come home as “aces,” or to crash and burn. A highly realistic grid system controls movement. Scenario rules make this a roleplaying game: If a player character survives, his abilities improve, and he can accumulate money to purchase bigger and better cars. Advanced rules let players design their own vehicles from the ground up.



Car Wars — Deluxe Edition includes everything you need for “autoduelling” both on and off the highways. The 64-page illustrated rulebook gathers all the rules from the many best-selling *Car Wars* products in one handy volume. Cars, cycles, vans, ten-wheeled trucks, trailers, semi rigs, three-wheelers, and helicopters — combat on the freeways, in the arenas, and even off-road duelling — it’s all here, along with special “quick-start” introductory rules for new players.

The *Deluxe Edition* also includes 300 *full-color* counters painted by Denis Loubet and three large (21” x 32”) maps — everything from the original *Car Wars*, *Crash City*, and *Truck Stop Pocket Boxes* — plus *Deluxe Road Sections* of durable cardboard, two “Turning Keys” that make maneuvering a snap, record sheets, and a 4” x 7” ziplock bag for counter storage.

Game design by Chad Irby and Steve Jackson; development by Scott Haring. Any number of players. Complexity 5, on a 1 (low) to 9 (high) scale; solitaire playability 7. Playing time 30 minutes and up.